

Advant[®] OCS

Advant Graphic Library for Process Industry
for Advant Controller 100 Series
Version 1.0

Reference Manual

3BSE 017 089R101

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Chapter 1 Introduction

1.1 About This Book

The Advant Graphic Library for Process Industry consists of the following components, built on ABB's knowledge of the Advant Controllers 100 Series and of process automation:

- The Object Types for the Advant Controllers 100 Series
 - [Section 3.2, Analog Input AIS](#)
 - [Section 3.3, Analog Output AOS](#)
 - [Section 3.4, Digital Input DIS](#)
 - [Section 3.5, Digital Output DOS](#)
 - [Section 3.6, Object Type DAT_DAT](#)
- The Process Control Aspects for each object type. Each PCA contains the following:
 - The name, data type, access rights (read/write) and subscription update rate of each attribute
 - The name of the corresponding OPC item (object of the controller)
 - A user interface to inspect the object type attribute information. It can also be used to subscribe for the current value of each attribute.
- The display elements aspects of each type (Close-up where relevant and a number of additional graphical presentations)
- A process dialog aspect for each type.

The Object types also include additional aspects such as an Icon aspect, an Alarm List aspect (for the instantiated object), and Trend aspect. This book is focused on describing the display elements and process dialogs.

The Use of Warning, Caution, Information, and Tip in this book

This publication includes **Warning**, **Caution**, and **Information** where appropriate to point out safety related or other important information. It also includes **Tip** to point out useful hints to the reader. The corresponding symbols should be interpreted as follows:



Warning indicates the presence of a hazard which could result in *personal injury*.



Caution indicates the presence of a hazard which could result in *equipment or property damage*.



Information alerts the reader to pertinent facts and conditions.



Tip indicates advice on, for example, how to design your project or how to use a certain function.

Although **Warning** hazards are related to personal injury, and **Caution** hazards are associated with equipment or property damage, it should be understood that operation of damaged equipment could, under certain operational conditions, result in degraded process performance leading to personal injury or death. Therefore, comply fully with all **Warning** and **Caution** notices.

1.2 Related Documentation

[Table 1-1](#) lists documentation related to Advant Graphic Library for Process Industry for Advant Controller 100 Series

Table 1-1. Related Documentation

Category	Title	Description
System Administration	Advant Workplace Products Administrator's Guide	This book describes how you install the Advant Workplace Products software, including software features, and how you then perform maintenance.
Software	Advant Graphics User's Guide	This book describes how you build and use graphics in Advant Workplace Products. It includes information about the basic building blocks provided by ABB.
Other	Advant Workplace Products for Operators Product Guide	This book is a presentation of the software and software options in Advant Workplace Products for Operators. It also includes hardware and software requirements and specifications.
	Advant Workplace Engineering Methods Reference Manual	This book is intended as a guide for plant engineering using Advant Workplace Products software together with Advant Controller 100 Series.
	Data Base Elements Advant Controller 100 Series Reference Manual	This book is intended as a guide for users who configure Advant Controller 100 Series systems.

1.3 Conventions

The following conventions are used throughout this book for the presentation of material:

- The words in proper names of screen elements (for example, the title in the title bar of a window, the label for a field of a dialog box) are initially capitalized.
- Capital letters are used for the name of a keyboard key if it is labeled on the keyboard. For example, press the ENTER key.
- Lowercase letters are used for the name of a keyboard key that is not labeled on the keyboard. For example, the **space bar**, **comma key**, and so on.
- A plus sign is used to indicate that you must simultaneously press several keys. For example, CTRL+C indicates that you must hold down the CTRL key while pressing the C key.
- The phrase “press and release” is used to indicate that you sequentially press several keys. For example, to close a window, press and release ALT, and then F4. This indicates that you press and release the ALT key, and then you press and release the F4 function key.
- The names of push and toggle buttons are boldfaced. For example, click **OK**.
- The names of menus and menu items are boldfaced. For example, the **File** menu.
- The following convention is used for menu operations: MenuName > MenuItem > CascadedMenuItem. For example: choose **File > New > Type**.
- The **Start** menu name always refers to the **Start** menu on the Windows NT Task Bar.
- System prompts/messages are shown in the Courier font, and user responses/input are in the boldfaced Courier font. For example, if you enter a value out of range, the following message is displayed:

Entered value is not valid. The value must be 0-30.

In a tutorial, you may be told to enter the string TIC132 in a field. The string is shown as follows in the procedure:

TIC132

1.4 Terminology

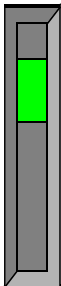
The following is a list of terms associated with the Advant Graphic Library for Process Industry for AC100 Series, that you should be familiar with.

Term	Description
graphic element	A graphic aspect that has a reference to an ABB Object. Normally a part of a graphic display. A graphical object typically built up from several subelements and/or primitive elements. Some graphic elements are provided by ABB, while others may be built by the user.

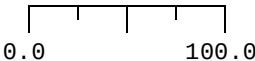
Examples of
Graphic Elements
provided by ABB:



AdvantValueField



AdvantBar



AdvantHscale

graphic element browser	A tool used to select object aware (graphic) elements in Advant Graphics Builder.
graphic expression	Graphic expression is used to specify a data subscription and a relationship between process data and data to be displayed.
graphic libraries	Libraries of primitive elements, and standard graphic elements, for example process dialog, object display and close-up.

Chapter 2 Installation

Advant Graphic Library for Process Industry is an option to the AdvaSoft for Windows NT software package. It is installed and configured according to the instructions in the *Advant Workplace Products Administrator's Guide*.

Chapter 3 Graphic Elements

This chapter gives you a detailed catalog of the graphic elements for Advant Graphic Library for Process Industry for AC100 Series, used in Advant Workplace Products.

3.1 Graphic Elements - Overview

The Avant Graphic Library for Process Industry for AC100 Series is shown in the table below.

Table 3-1. The Avant Graphic Library for Process Industry for AC100 Series

Object type	Name	Remarks
Analog Input AIS	AIPG80	Integer Limit
	AIPG81	Integer Bar Limits
	AIPG82	Integer Percent
Analog Output AOS	AOPG81	Integer 3D Button
Digital Input DIS	DIPG69	Reg Loop - Represents old DIPD69, DIPD70, DIPD72 AND DIPD73.
	DIPG71	Label
	DIPG74	Breaker - Represents old DIPD74, DIPD75, DIPD93 and DIPD94.
	DIPG76	Arrow - Represents old DIPD76, DIPD77, DIPD98 and DIPD99.
	DIPG80	Motor
	DIPG81	Valve Horizontal/Vertical - Represents old DIPD81 and DIPD82.

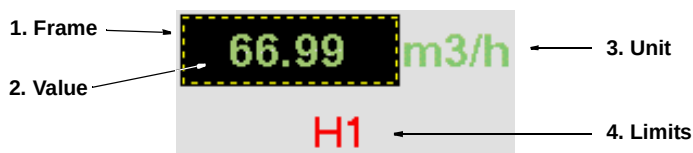
Table 3-1. The Avant Graphic Library for Process Industry for AC100 Series (Continued)

Object type	Name	Remarks
	DIPG83	Pump Flow - Represents old DIPD83, DIPD84, DIPD85 and DIPD86.
	DIPG87	Fan Flow - Represents old DIPD87, DIPD88, DIPD89 and DIPD90.
	DIPG91	Damper Flow - Represents old DIPD91 and DIPD92.
	DIPG95	Earth
	DIPG96	Label
	DIPG98	3D Diamond
Digital Output DOS	DOPG69	Reg Loop - Represents old DOPD69, DOPD70, DOPD72 and DOPD73.
	DOPG81	Valve Horizontal/Vertical - Represents old DOPD81 and DOPD82.
	DOPG83	Pump Flow - Represents old DOPD83, DOPD84, DOPD85 and DOPD86.
	DOPG84	Push Button Square
	DOPG85	Push Button Diamond
Object Type DAT_DAT	DDATPG80	3D Square

3.2 Analog Input AIS

3.2.1 Presentation

3.2.1.1 AIPG80 - Integer Limit



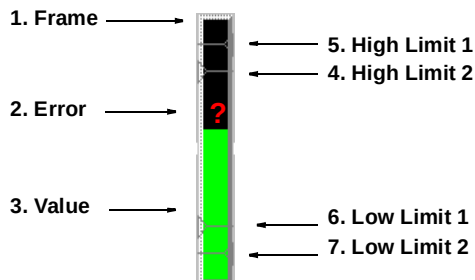
No	Description	Presentation	Condition	Remarks
1	Frame			<i>Object status frame</i>
		Dotted Yellow	ALARM_BLK = 1	<i>Alarm blocked by Operator, Yellow RGB (255,245,51)</i>
			ALARM_BLK = 0	<i>Border invisible</i>
2	Value		VALUE	<i>The object value</i>
		Yellow	UPD_BLK = 1	<i>Input blocked, Yellow RGB (255,245,102)</i>
		??? Red	ERROR = 1	<i>I/O Error, Red RGB (255,51,102)</i>
		Red	DISTURBANCE = 1	<i>Alarm, Red RGB (255,51,102)</i>
		Green	--	<u>ValueFormat</u> , Green RGB (160,207,112)
3	Unit		<u>UnitVisible</u> = True	<i>Object unit</i>
		Green	UNIT	<i>Green RGB (130,160,130)</i>
		-	<u>UnitVisible</u> = False	<i>Unit is invisible</i>

No	Description	Presentation	Condition	Remarks
4	Limit		VALUE	<i>The object value</i>
		H2 Red	ABOVE_HI_LIM2 =1	<i>Red RGB (255,30,102)</i>
		H1 Red	ABOVE_HI_LIM1 =1	<i>Red RGB (255,30,102)</i>
		L1 Red	BELOW_HI_LIM1 =1	<i>Red RGB (255,30,102)</i>
		L2 Red	BELOW_HI_LIM2 =1	<i>Red RGB (255,30,102)</i>

Configuration:

Parameters	Affects	Options (bold is default)	Remarks
FrameWidth	1. Frame	2	<i>Width of surrounding frame, 0..4</i>
FrameColor	1. Frame	dynamicBg Color	<i>In use only if FrameStyle is Raised or Sunken</i>
ValueBgVisible	2. Value	False	<i>Controls visibility of ValueBgColor, set to false gives transparency</i>
ValueBgColor	2. Value	dynamicBg Color	<i>Value background color, Petroleum Green RGB (51,102,102)</i>
ValueFormat	2. Value	#0.0	<i>Decimal format given</i>
Font	2. Value and 3. Unit	Arial, bold, 12	<i>Controls Font, Font style and Size</i>
UnitVisible	3. Unit	True	<i>Controls visibility of Unit</i>

3.2.1.2 AIPG81 - Integer Bargraph



No	Description	Presentation	Condition	Remarks
1.1	Frame			<i>Object status frame</i>
		Dotted Yellow	ALARM_BLK = 1	<i>Alarm blocked by Operator, Yellow RGB (255,245,51)</i>
			ALARM_BLK = 0	<i>Border invisible</i>
1.2	Upper Frame	Light Grey		<i>Light Grey RGB(223,223,223)</i>
1.3	Lower Frame	Dark Grey		<i>Dark Grey RGB (128,128,128)</i>
2	Error	? Red	ERROR = 1	<i>I/O Error, Red RGB (255,51,102)</i>
			ERROR = 0	<i>Invisible</i>
3	Value		VALUE	<i>The object value</i>
		Invisible	ERROR = 1	<i>Invisible - I/O Error</i>
		Yellow	UPD_BLK = 1	<i>Input blocked, Yellow RGB (255,245,51)</i>
		Red	DISTURBANCE = 1	<i>Alarm, Red RGB (255,51,102)</i>
		Green		<i>Green RGB (102,204,90)</i>

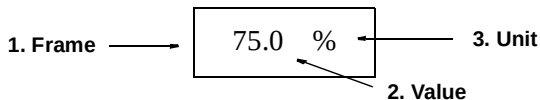
No	Description	Presentation	Condition	Remarks
4	High Limit2 		HI_LIM2	High limit2 value
			HI_LIM2 >= RANGE_MAX or USE_HI_LIM2 = 0	Invisible
		Filled Yellow	ABOVE_HI_LIM2 = 1 and ALARM_BLK = 1	Yellow RGB (255,245,51)
		Unfilled Yellow	ALARM_BLK = 1	Yellow RGB (255,245,51)
		Filled Red	ABOVE_HI_LIM2 = 1	Red RGB (255,30,102)
		Unfilled Green	-	Green RGB (102,204,90)
5	High Limit1 		HI_LIM1	High limit1 value
		-	HI_LIM1 >= RANGE_MAX or USE_HI_LIM1 = 0	Invisible
		Filled Yellow	ABOVE_HI_LIM1 = 1 and ALARM_BLK = 1	Yellow RGB (255,245,51)
		Unfilled Yellow	ALARM_BLK = 1	Yellow RGB (255,245,51)
		Filled Red	ABOVE_HI_LIM1 = 1	Red RGB (255,30,102)
		Unfilled Green	-	Green RGB (102,204,90)
6	Low Limit1 		LO_LIM1	Low limit1 value
		-	LO_LIM1 <= RANGE_MIN or USE_LO_LIM1 = 0	Invisible
		Filled Yellow	BELOW_LO_LIM1 = 1 and ALARM_BLK = 1	Yellow RGB (255,245,51)
		Unfilled Yellow	ALARM_BLK = 1	Yellow RGB (255,245,51)
		Filled Red	BELOW_LO_LIM1 = 1	Red RGB (255,30,102)
		Unfilled Green	-	Green RGB (102,204,90)

No	Description	Presentation	Condition	Remarks
7	Low Limit2 		LO_LIM2	Low limit2 value
		-	LO_LIM2 >= RANGE_MIN or USE_LO_LIM2 = 0	Invisible
		Filled Yellow	BELOW_LO_LIM2 = 1 and ALARM_BLK = 1	Yellow RGB (255,245,51)
		Unfilled Yellow	ALARM_BLK = 1	Yellow RGB (255,245,51)
		Filled Red	BELOW_LO_LIM2 = 1	Red RGB (255,30,102)
		Unfilled Green	-	Green RGB (102,204,90)

Configuration:

Parameters	Affects	Options (bold is default)	Remarks
ThreeDFrameWidth	1.2 Upper Frame and 1.3 Lower Frame	3	Width of surrounding frame, 0..4
Upper3DFrameColor	1.2 Upper Frame	Light Grey	Light Grey RGB (223,223,223)
Lower3DFrameColor	1.3 Lower Frame	Dark Grey	Dark Grey RGB (128,128,128)
Orientation	AIPG81	Horizontal or Vertical	Orientation Horizontal or Vertical.
LimitColor	3. Value	Green	Green RGB (102,204,90)
ValueBgVisible	3. Value	True	Controls visibility of ValueBgColor, set to false gives transparency
ValueBgColor	3. Value	dynamicBg Color	Value background color, Petro- leum Green RGB (51,102,102)

3.2.1.3 AIPG82 - Integer Percent



No	Description	Presentation	Condition	Remarks
1	Frame			Object status frame
		Dotted Yellow	ALARM_BLK =1	Alarm blocked by Operator, Yellow RGB (255,245,51)
			ALARM_BLK = 0	Border invisible
2	Value		VALUE	The object value
		Yellow	UPD_BLK =1	Input blocked, Yellow RGB (255,245,102)
		??? Red	ERROR = 1	I/O Error, Red RGB (255,51,102)
		Red	DISTURBANCE = 1	Alarm, Red RGB (255,51,102)
		Green	--	<u>ValueFormat</u> , Green RGB (160,207,112)
3	Unit		<u>UnitVisible</u> = True	Unit
		% Green		Green RGB (130,160,130)
			<u>UnitVisible</u> = False	Unit is invisible

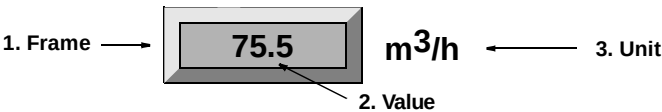
Configuration:

Parameters	Affects	Options (bold is default)	Remarks
FrameWidth	1. Frame	2	Width of surrounding frame, 0..4
FrameColor	1. Frame	dynamicBg Color	In use only if FrameStyle is Raised or Sunken
ValueBgVisible	2. Value	False	Controls visibility of ValueBgColor, set to false gives transparency
ValueBgColor	2. Value	dynamicBg Color	Value background color, Petroleum Green RGB (51,102,102)
ValueFormat	2. Value	#0.0	Decimal format given
Font	2. Value and 3. Unit	Arial, bold, 12	Controls Font, Font style and Size
UnitVisible	3. Unit	True	Controls visibility of Unit

3.3 Analog Output AOS

3.3.1 Presentation

3.3.1.1 AOPG81 - Integer 3D Button



No	Description	Presentation	Condition	Remarks
1.1	Upper Frame	Light Grey		Light Grey RGB(223,223,223)
1.2	Lower Frame	Dark Grey		Dark Grey RGB (128,128,128)
2	Value		VALUE	The object value
		Yellow	OUTP_BLK =1	Output blocked, Yellow RGB (255,245,102)
		Red	ERROR = 1	Error, Red RGB (255,51,102)
		Cyan	MAN_MODE = 1	Man mode, RGB (122,230,230)
		Violet	MAN_MODE = 0	Auto mode, Violet RGB (128,140,230) <u>ValueFormat</u>
3	Unit		UNIT	Object unit
			<u>UnitVisible</u> = True	
		Violet	MAN_MODE = 0	Auto mode, Violet RGB (128,140,230)
		Cyan	MAN_MODE = 1	Man mode, Cyan RGB (122,230,230)
			<u>UnitVisible</u> = False	Unit is invisible

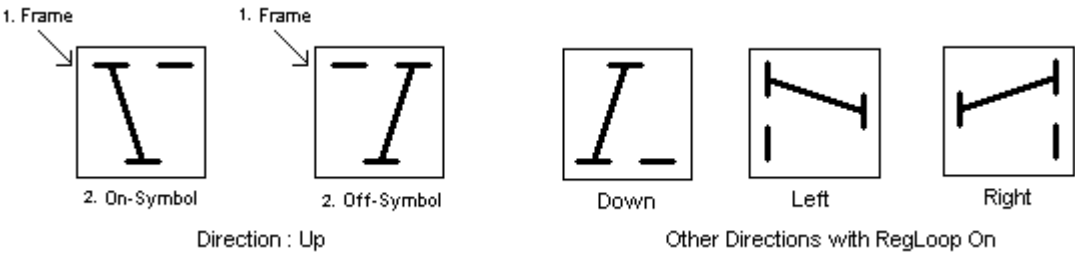
Configuration:

Parameters	Affects	Options (bold is default)	Remarks
ThreeDFrameWidth	1.2 Upper Frame and 1.3 Lower Frame	3	Width of surrounding frame, 0..4
Upper3DFrameColor	1.2 Upper Frame	Light Grey	Light Grey RGB (223,223,223)
Lower3DFrameColor	1.3 Lower Frame	Dark Grey	Dark Grey RGB (128,128,128)
ValueBgVisible	2. Value	True	Controls visibility of ValueBgColor, set to false gives transparency
ValueBgColor	2. Value	dynamicBg Color	Value background color, Petro- leum Green RGB (51,102,102)
ValueFormat	2. Value	#0.0	Decimal format given in Excel notation.
Font	2. Value and 3. Unit	Arial, bold, 12	Controls Font, Font style and Size.
UnitVisible	2. Value and 3. Unit	True	Controls visibility of Unit

3.4 Digital Input DIS

3.4.1 Presentation

3.4.1.1 DIPG69 - Reg Loop



No	Description	Presentation	Condition	Remarks
1	Frame			Object status frame
		Dotted Yellow	ALARM_BLK = 1	Alarm blocked by Operator, Yellow RGB (255,245,51)
			ALARM_BLK = 0	Border invisible
2	Symbol		VALUE	The object value
2.1	Shape	On-Symbol	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	Input True
		Off-Symbol	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	Input False
2.2	Color	Yellow	UPD_BLK = 1	Input Blocked, Yellow RGB (255,245,51)
		Red	ERROR = 1 or (DISTURBANCE = 1 and Distur- banceUsed = 1)	Error or Disturbance, Red RGB (250,30,102)
		Green		Green RGB (102,204,90)

Configuration:

Parameters	Affects	Options (bold is default)	Remarks
FrameWidth	1. Frame	2	Width of surrounding frame, 0..4
FrameColor	1. Frame	dynamicBg Color	Petroleum Green RGB (51,102,102)
Direction	2. Symbol	Up , Down, Left and Right	Direction Up, Down, Left and Right available
Inverted	2. Symbol	False	Present reversed signal status
DisturbanceUsed	2. Symbol	False	Disturbance used.
SymbolBgVisible	2. Symbol	True	Controls visibility of ValueBgColor, set to false gives transparency
SymbolBgColor	2. Symbol	dynamicBg Color	Value background color, Petro- leum Green RGB (51,102,102)

3.4.1.2 DIPG71 - Label

Generator Not Available --

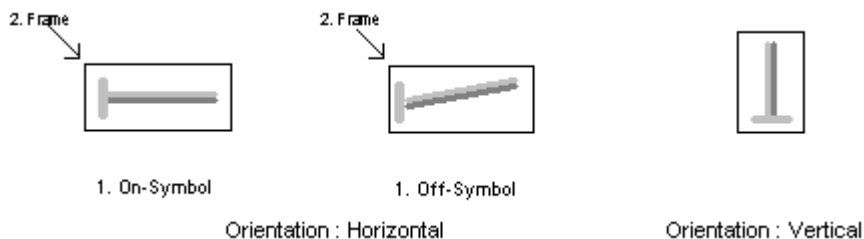
1. LabelOn 2. LabelOff

No	Description	Presentation	Condition	Remarks
1	Symbol		VALUE	The object value
1.1	Label	Q	ERROR = 1	Input Error
		Generator Not Available	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	Input True, Label visible <u>LabelOn</u>
		--	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	Input False, Label visible <u>LabelOff</u>
1.2	Color	Red	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	Red RGB (250,30,102), <u>LabelOnColor</u>
		Green	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	Petroleum Green RGB (51,102,102), <u>LabelOffColor</u>

Configuration:

Parameters	Affects	Options (bold is default)	Remarks
Inverted	1. Symbol	False	Present reversed signal status
SymbolBgVisible	1. Symbol	True	Controls visibility of ValueBgColor, set to false gives transparency
SymbolBgColor	1. Symbol	dynamicBg Color	Value background color, Petroleum Green RGB (51,102,102)
LabelOn	1. Symbol	Generator Not Available	
LabelOff	1. Symbol	--	
LabelOnColor	1. Symbol	Red	Red RGB (250,30,102)
LabelOffColor	1. Symbol	dynamicBg Color	Petroleum Green RGB (51,102,102)
Font	1. Symbol	Arial, bold, 12	Controls Font, Font style and Size.

3.4.1.3 DIPG74 - Breaker

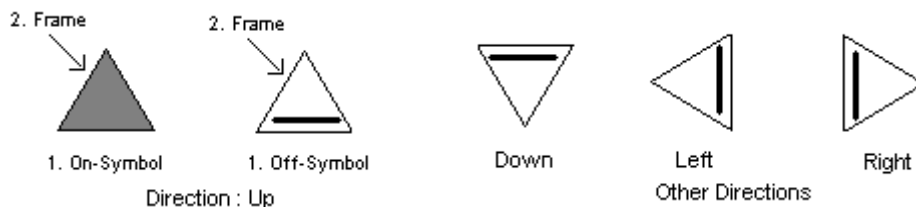


No	Description	Presentation	Condition	Remarks
1	Symbol		VALUE	<i>The object value</i>
1.1	Shape	On-Symbol	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	<i>Input True</i>
		Off-Symbol	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	<i>Input False</i>
1.2	Color	Yellow	UPD_BLK = 1	<i>Input Blocked, Yellow RGB (255,245,51)</i>
		Red	ERROR = 1 or (DISTURBANCE = 1 and Distur- banceUsed = 1)	<i>Error or, Disturbance, Red RGB (250,30,102)</i>
		Green	--	<i>Green RGB (102,204,90)</i>
2	Frame			<i>Object status frame</i>
		Dotted Yellow	ALARM_BLK = 1	<i>Alarm blocked by Operator, Yellow RGB (255,245,51)</i>
			ALARM_BLK = 0	<i>Border invisible</i>

Configuration:

Parameters	Affects	Options (bold is default)	Remarks
Orientation	1. Symbol	Horizontal , and Vertical	<i>Orientation Horizontal or Vertical.</i>
ThreeDSymbol	1. Symbol	False	<i>False = 2Dimension and True = 3Dimension.</i>
Inverted	1. Symbol	False	<i>Present reversed signal status</i>
DisturbanceUsed	1. Symbol	False	<i>Disturbance used.</i>
SymbolBgVisible	1. Symbol	True	<i>Controls visibility of ValueBgColor, set to false gives transparency</i>
SymbolBgColor	1. Symbol	dynamicBg Color	<i>Value background color, Petroleum Green RGB (51,102,102)</i>
FrameWidth	2. Frame	2	<i>Width of surrounding frame, 0..4</i>
FrameColor	2. Frame	dynamicBg Color	<i>Petroleum Green RGB (51,102,102)</i>

3.4.1.4 DIPG76 - Arrow

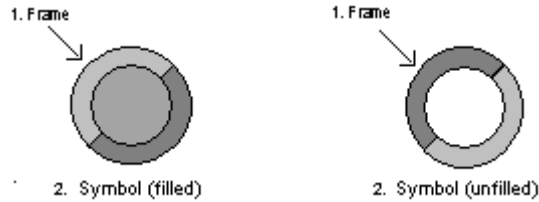


No	Description	Presentation	Condition	Remarks
1	Symbol		VALUE	<i>The object value</i>
1.1	Shape	On-Symbol	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	<i>Input True</i>
		Off-Symbol	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	<i>Input False</i>
1.2	Color	Yellow	UPD_BLK = 1	<i>Input Blocked, Yellow RGB (255,245,51)</i>
		Red	ERROR = 1 or (DISTURBANCE = 1 and Distur- banceUsed = 1)	<i>Error or Disturbance, Red RGB (250,30,102)</i>
		Green		<i>Green RGB (102,204,90)</i>
2	Frame			<i>Object status frame</i>
		Dotted Yellow	ALARM_BLK = 1	<i>Alarm blocked by Operator, Yellow RGB (255,245,51)</i>
			ALARM_BLK = 0	<i>Border invisible</i>

Configuration:

Parameters	Affects	Options (bold is default)	Remarks
Direction	1. Symbol	Up , Down, Left and Right	<i>Direction Up, Down, Left and Right available</i>
Inverted	1. Symbol	False	<i>Present reversed signal status</i>
DisturbanceUsed	1. Symbol	False	<i>Disturbance used.</i>
SymbolBgVisible	1. Symbol	True	<i>Controls visibility of ValueBgColor, set to false gives transparency</i>
SymbolBgColor	1. Symbol	dynamicBg Color	<i>Value background color, Petroleum Green RGB (51,102,102)</i>
FrameWidth	2. Frame	2	<i>Width of surrounding frame, 0..4</i>
FrameColor	2. Frame	dynamicBg Color	<i>Petroleum Green RGB (51,102,102)</i>

3.4.1.5 DIPG80 - Motor

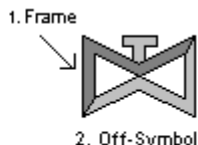
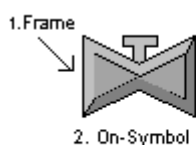


No	Description	Presentation	Condition	Remarks
1	Frame			Object status frame
		Dotted Yellow	ALARM_BLK = 1	Alarm blocked by Operator, Yellow RGB (255,245,51)
			ALARM_BLK = 0	Border invisible
2	Symbol		VALUE	The object value
2.1	Shape	On-Symbol	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	Input True
		Off-Symbol	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	Input False
2.2	Color	Yellow	UPD_BLK = 1	Input Blocked, Yellow RGB (255,245,51)
		Red	ERROR = 1 or (DISTURBANCE = 1 and Distur- banceUsed = 1)	Error or Disturbance, Red RGB (250,30,102)
		Green		Green RGB (102,204,90)

Configuration:

Parameters	Affects	Options (bold is default)	Remarks
Upper3DColor	2. Symbol	Light Grey	<i>Light Grey RGB (223,223,223)</i>
Lower3DColor	2. Symbol	Dark Grey	<i>Dark Grey RGB (128,128,128)</i>
Inverted	2. Symbol	False	<i>Present reversed signal status</i>
DisturbanceUsed	2. Symbol	False	<i>Disturbance used.</i>
SymbolBgVisible	2. Symbol	True	<i>Controls visibility of ValueBgColor, set to false gives transparency</i>
SymbolBgColor	2. Symbol	dynamicBg Color	<i>Value background color, Petroleum Green RGB (51,102,102)</i>

3.4.1.6 DIPG81 - Valve Horizontal/Vertical



Orientation : Horizontal



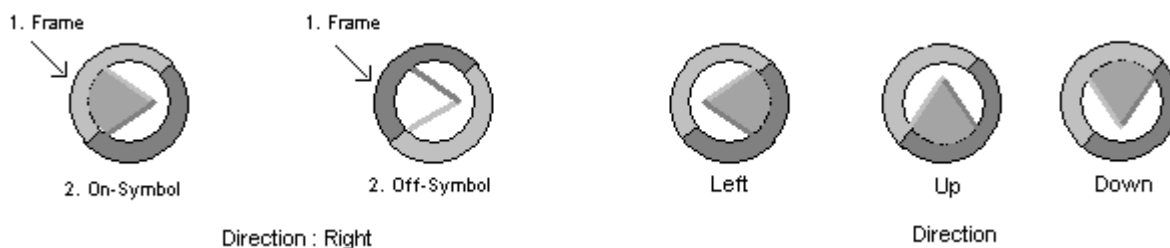
Orientation : Vertical

No	Description	Presentation	Condition	Remarks
1	Frame			Object status frame
1.1	Frame Border	Dotted Yellow	ALARM_BLK = 1	Alarm blocked by Operator, Yellow RGB (255,245,51)
			ALARM_BLK = 0	Border invisible
1.2	Upper Frame	Light Grey		Light Grey RGB(223,223,223)
1.3	Lower Frame	Dark Grey		Dark Grey RGB (128,128,128)
2	Symbol		VALUE	The object value
2.1	Shape	On-Symbol	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	Input True
		Off-Symbol	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	Input False
2.2	Color	Yellow	UPD_BLK = 1	Input Blocked, Yellow RGB (255,245,51)
		Red	ERROR = 1 or (DISTURBANCE = 1 and Distur- banceUsed = 1)	Error or Disturbance, Red RGB (250,30,102)
		Green		Green RGB (102,204,90)

Configuration:

Parameters	Affects	Options (bold is default)	Remarks
Upper3DFrameColor	1. Frame	Light Grey	<i>Light Grey RGB (223,223,223)</i>
Lower3DFrameColor	1. Frame	Dark Grey	<i>Dark Grey RGB (128,128,128)</i>
Orientation	2. Symbol	Horizontal , and Vertical	<i>Orientation Horizontal or Vertical.</i>
Inverted	2. Symbol	False	<i>Present reversed signal status</i>
DisturbanceUsed	2. Symbol	False	<i>Disturbance used.</i>
SymbolBgVisible	2. Symbol	True	<i>Controls visibility of ValueBgColor, set to false gives transparency</i>
SymbolBgColor	2. Symbol	dynamicBg Color	<i>Value background color, Petroleum Green RGB (51,102,102)</i>
ActuatorVisibility	2. Symbol	True	<i>Controls the visibility of the actuator</i>
ActuatorColor	2. Symbol	Light Grey	<i>Dark Grey RGB (223,223,223)</i>

3.4.1.7 DIPG83 - Pump Flow

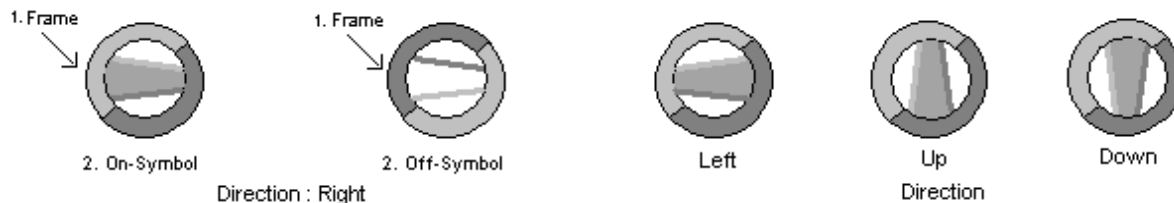


No	Description	Presentation	Condition	Remarks
1	Frame			Object status frame
		Dotted Yellow	ALARM_BLK = 1	Alarm blocked by Operator, Yellow RGB (255,245,51)
			ALARM_BLK = 0	Border invisible
2	Symbol		VALUE	The object value
2.1	Shape	On-Symbol	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	Input True
		Off-Symbol	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	Input False
2.2	Color	Yellow	UPD_BLK = 1	Input Blocked, Yellow RGB (255,245,51)
		Red	ERROR = 1 or (DISTURBANCE = 1 and Distur- banceUsed = 1)	Error or Disturbance, Red RGB (250,30,102)
		Green		Green RGB (102,204,90)

Configuration:

Parameters	Affects	Options (bold is default)	Remarks
Upper3DColor	2. Symbol	Light Grey	<i>Light Grey RGB (223,223,223)</i>
Lower3DColor	2. Symbol	Dark Grey	<i>Dark Grey RGB (128,128,128)</i>
Direction	2. Symbol	Right , Left, Up and Down	<i>Direction Up, Down, Left and Right available</i>
Inverted	2. Symbol	False	<i>Present reversed signal status</i>
DisturbanceUsed	2. Symbol	False	<i>Disturbance used.</i>
SymbolBgVisible	2. Symbol	True	<i>Controls visibility of ValueBgColor, set to false gives transparency</i>
SymbolBgColor	2. Symbol	dynamicBg Color	<i>Value background color, Petroleum Green RGB (51,102,102)</i>

3.4.1.8 DIPG87 - Fan Flow

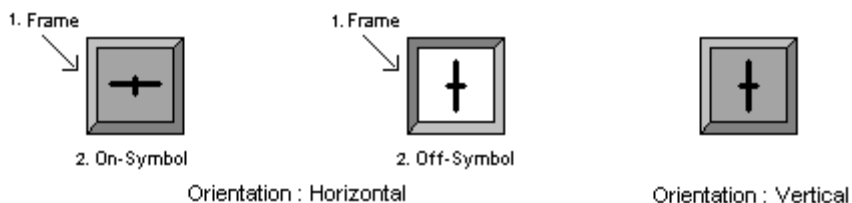


No	Description	Presentation	Condition	Remarks
1	Frame			Object status frame
		Dotted Yellow	ALARM_BLK = 1	Alarm blocked by Operator, Yellow RGB (255,245,51)
			ALARM_BLK = 0	Border invisible
2	Symbol		VALUE	The object value
2.1	Shape	On-Symbol	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	Input True
		Off-Symbol	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	Input False
2.2	Color	Yellow	UPD_BLK = 1	Input Blocked, Yellow RGB (255,245,51)
		Red	ERROR = 1 or (DISTURBANCE = 1 and Distur- banceUsed = 1)	Error or Disturbance, Red RGB (250,30,102)
		Green		Green RGB (102,204,90)

Configuration:

Parameters	Affects	Options (bold is default)	Remarks
Upper3DColor	2. Symbol	Light Grey	<i>Light Grey RGB (223,223,223)</i>
Lower3DColor	2. Symbol	Dark Grey	<i>Dark Grey RGB (128,128,128)</i>
Direction	2. Symbol	Up , Down, Left and Right	<i>Direction Up, Down, Left and Right available</i>
Inverted	2. Symbol	False	<i>Present reversed signal status</i>
DisturbanceUsed	2. Symbol	False	<i>Disturbance used.</i>
SymbolBgVisible	2. Symbol	True	<i>Controls visibility of ValueBgColor, set to false gives transparency</i>
SymbolBgColor	2. Symbol	dynamicBg Color	<i>Value background color, Petroleum Green RGB (51,102,102)</i>

3.4.1.9 DIPG91 - Damper Flow

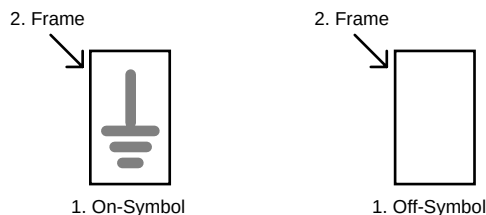


No	Description	Presentation	Condition	Remarks
1	Frame			Object status frame
		Dotted Yellow	ALARM_BLK = 1	Alarm blocked by Operator, Yellow RGB (255,245,51)
			ALARM_BLK = 0	Border invisible
2	Symbol		VALUE	The object value
2.1	Shape	On-Symbol	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	Input True
		Off-Symbol	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	Input False
2.2	Color	Yellow	UPD_BLK = 1	Input Blocked, Yellow RGB (255,245,51)
		Red	ERROR = 1 or (DISTURBANCE = 1 and Distur- banceUsed = 1)	Error or Disturbance, Red RGB (250,30,102)
		Green		Green RGB (102,204,90)

Configuration:

Parameters	Affects	Options (bold is default)	Remarks
Upper3DColor	2. Symbol	Light Grey	<i>Light Grey RGB (223,223,223)</i>
Lower3DColor	2. Symbol	Dark Grey	<i>Dark Grey RGB (128,128,128)</i>
ThreeDFrameWidth	2. Symbol	3	<i>Width of the 3D frame</i>
Orientation	2. Symbol	Horizontal or Vertical	<i>Orientation Horizontal or Vertical.</i>
Inverted	2. Symbol	False	<i>Present reversed signal status</i>
DisturbanceUsed	2. Symbol	False	<i>Disturbance used.</i>
SymbolBgVisible	2. Symbol	True	<i>Controls visibility of ValueBgColor, set to false gives transparency</i>
SymbolBgColor	2. Symbol	dynamicBg Color	<i>Value background color, Petroleum Green RGB (51,102,102)</i>

3.4.1.10 DIPG95 - Earth



No	Description	Presentation	Condition	Remarks
1	Symbol		VALUE	<i>The object value</i>
1.1	Shape	On-Symbol	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	<i>Input True</i>
		Off-Symbol	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	<i>Input False</i>
1.2	Color	Yellow	UPD_BLK = 1	<i>Input Blocked, Yellow RGB (255,245,51)</i>
		Red	ERROR = 1 or (DISTURBANCE = 1 and Distur- banceUsed = 1)	<i>Error or Disturbance, Red RGB (250,30,102)</i>
		Green		<i>Green RGB (102,204,90)</i>
2	Frame			<i>Object status frame</i>
		Dotted Yellow	ALARM_BLK =1	<i>Alarm blocked by Operator, Yellow RGB (255,245,51)</i>
			ALARM_BLK = 0	<i>Border invisible</i>

Configuration:

Parameters	Affects	Options (bold is default)	Remarks
FrameColor	1. Symbol	dynamicBg Color	Value background color, Petro-leum Green RGB (51,102,102)
FrameWidth	1. Symbol	2	Width of surrounding frame, 1..4
Inverted	1. Symbol	False	Present reversed signal status
DisturbanceUsed	1. Symbol	False	Disturbance used.
SymbolBgVisible	1. Symbol	True	Controls visibility of ValueBgColor, set to false gives transparency
SymbolBgColor	1. Symbol	dynamicBg Color	Value background color, Petro-leum Green RGB (51,102,102)

3.4.1.11 DIPG96 - Label

On
1. LabelOn

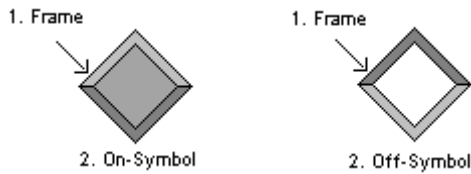
Off
2. LabelOff

No	Description	Presentation	Condition	Remarks
1	Symbol		VALUE	<i>The object value</i>
1.1	Label	Q	ERROR = 1	<i>Input Error</i>
		On	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	<i>Input True, Label visible <u>LabelOn</u></i>
		Off	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	<i>Input False, Label visible <u>LabelOff</u></i>
1.2	Color	Red	ERROR = 1	<i>Input Error, Red RGB (250,30,102)</i>
		Yellow	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	<i>Yellow RGB (255,245,102), <u>LabelOnColor</u></i>
		Red	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	<i>Red RGB (250,30,102), <u>LabelOffColor</u></i>

Configuration:

Parameters	Affects	Options (bold is default)	Remarks
Inverted	1. Symbol	False	<i>Present reversed signal status</i>
DisturbanceUsed	1. Symbol	False	<i>Disturbance used.</i>
SymbolBgVisible	1. Symbol	True	<i>Controls visibility of ValueBgColor, set to false gives transparency</i>
SymbolBgColor	1. Symbol	dynamicBg Color	<i>Value background color, Petro- leum Green RGB (51,102,102)</i>
LabelOn	1. Symbol	On	
LabelOff	1. Symbol	Off	
LabelOnColor	1. Symbol	Yellow	<i>Yellow RGB (255,245,102)</i>
LabelOffColor	1. Symbol	Red	<i>Red RGB (250,30,102)</i>
Font	1. Symbol	Arial, bold, 12	<i>Controls Font, Font style and Size.</i>

3.4.1.12 DIPG98 - 3D Diamond



No	Description	Presentation	Condition	Remarks
1	Frame			Object status frame
		Dotted Yellow	ALARM_BLK =1	Alarm blocked by Operator, Yellow RGB (255,245,51)
			ALARM_BLK = 0	Border invisible
2	Symbol		VALUE	The object value
2.1	Shape	Q	ERROR = 1	Input Error
		On-Symbol	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	Input True
		Off-Symbol	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	Input False
2.2	Color	Yellow	UPD_BLK = 1	Input Blocked, Yellow RGB (255,245,51)
		Red	ERROR = 1 or (DISTURBANCE = 1 and Distur- banceUsed = 1)	Error or Disturbance, Red RGB (250,30,102)
		Green	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	Green RGB (102,204,90), <u>LabelOnColor</u>
		Petroleum Green	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	Petroleum Green RGB (51,102,102), <u>LabelOffColor</u>

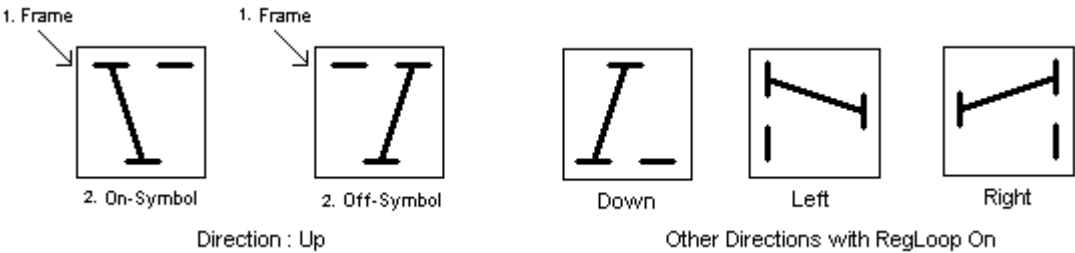
Configuration:

Parameters	Affects	Options (bold is default)	Remarks
Upper3DColor	2. Symbol	Light Grey	<i>Light Grey RGB (223,223,223)</i>
Lower3DColor	2. Symbol	Dark Grey	<i>Dark Grey RGB (128,128,128)</i>
ThreeDFrameWidth	2. Symbol	3	<i>Width of the 3D frame</i>
Inverted	2. Symbol	False	<i>Present reversed signal status</i>
DisturbanceUsed	2. Symbol	False	<i>Disturbance used.</i>
SymbolBgVisible	2. Symbol	True	<i>Controls visibility of ValueBgColor, set to false gives transparency</i>
SymbolBgColor	2. Symbol	dynamicBg Color	<i>Value background color, Petroleum Green RGB (51,102,102)</i>
Label	2. Symbol	""	<i>User defined label to be presented</i>
LabelOnColor	2. Symbol	Green	<i>Green RGB (102,204,90),</i>
LabelOffColor	2. Symbol	dynamicBg Color	<i>Value background color, Petroleum Green RGB (51,102,102)</i>
Font	2. Symbol	Arial, bold, 12	<i>Controls Font, Font style and Size.</i>

3.5 Digital Output DOS

3.5.1 Presentation

3.5.1.1 DOPG69 - Reg Loop

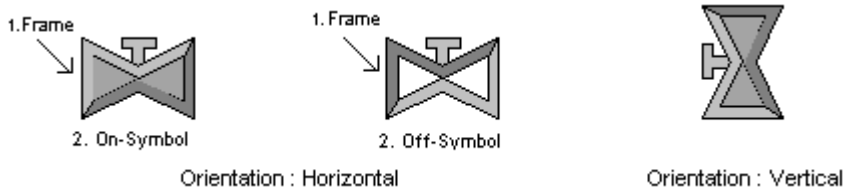


No	Description	Presentation	Condition	Remarks
1	Frame	Petroleum Green		Object frame, Petroleum Green RGB (51,102,102), <u>FrameColor</u>
2	Symbol		VALUE	The object value
2.1	Shape	On-Symbol	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	Output True
		Off-Symbol	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	Output False
2.2	Color	Yellow	OUTP_BLK = 1	Input Blocked, Yellow RGB (255,245,51)
		Red	ERROR = 1	Red RGB (250,30,102)
		Cyan	MAN_MODE = 1	Man mode, Cyan RGB (128,140,230)
		Violet	MAN_MODE = 0	Auto mode, Violet RGB (122,230,230)

Configuration:

Parameters	Affects	Options (bold is default)	Remarks
FrameWidth	1. Frame	2	Width of surrounding frame, 0..4
FrameColor	1. Frame	dynamicBg Color	Petroleum Green RGB (51,102,102)
Direction	2. Symbol	Up , Down, Left and Right	Direction Up, Down, Left and Right available
Inverted	2. Symbol	False	Present reversed signal status
SymbolBgVisible	2. Symbol	True	Controls visibility of ValueBgColor, set to false gives transparency
SymbolBgColor	2. Symbol	dynamicBg Color	Value background color, Petro- leum Green RGB (51,102,102)

3.5.1.2 DOPG81 - Valve Horizontal/Vertical



No	Description	Presentation	Condition	Remarks
1.1	Upper Frame	Light Grey		Light Grey RGB(223,223,223)
1.2	Lower Frame	Dark Grey		Dark Grey RGB (128,128,128)
2	Symbol		VALUE	The object value
2.1	Shape	On-Symbol	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	Output True
		Off-Symbol	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	Output False
2.2	Color	Yellow	OUTP_BLK = 1	Input Blocked, Yellow RGB (255,245,51)
		Red	ERROR = 1	Red RGB (250,30,102)
		Cyan	MAN_MODE = 1	Man mode, Cyan RGB (128,140,230)
		Violet	MAN_MODE = 0	Auto mode, Violet RGB (122,230,230)

Configuration:

Parameters	Affects	Options (bold is default)	Remarks
Upper3DFrameColor	1. Frame	Light Grey	<i>Light Grey RGB (223,223,223)</i>
Lower3DFrameColor	1. Frame	Dark Grey	<i>Dark Grey RGB (128,128,128)</i>
ThreeDFrameWidth	1. Frame	3	<i>Width of the 3D frame</i>
Orientation	2. Symbol	Horizontal , and Vertical	<i>Orientation Horizontal or Vertical.</i>
Inverted	2. Symbol	False	<i>Present reversed signal status</i>
SymbolBgVisible	2. Symbol	True	<i>Controls visibility of ValueBgColor, set to false gives transparency</i>
SymbolBgColor	2. Symbol	dynamicBg Color	<i>Value background color, Petroleum Green RGB (51,102,102)</i>
ActuatorVisibility	2. Symbol	True	<i>Controls the visibility of the actuator</i>
ActuatorColor	2. Symbol	Light Grey	<i>Dark Grey RGB (223,223,223)</i>

3.5.1.3 DOPG83 - Push Button Reg Loop

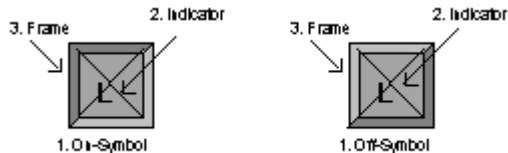


No	Description	Presentation	Condition	Remarks
1	Symbol		VALUE	<i>The object value</i>
1.1	Shape	On-Symbol	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	<i>Output True</i>
		Off-Symbol	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	<i>Output False</i>
1.2	Color	Yellow	OUTP_BLK = 1	<i>Input Blocked, Yellow RGB (255,245,51)</i>
		Red	ERROR = 1	<i>Red RGB (250,30,102)</i>
		Cyan	MAN_MODE = 1	<i>Man mode, Cyan RGB (128,140,230)</i>
		Violet	MAN_MODE = 0	<i>Auto mode, Violet RGB (122,230,230)</i>
2.1	Upper Frame	Light Grey		<i>Light Grey RGB(223,223,223)</i>
2.2	Lower Frame	Dark Grey		<i>Dark Grey RGB (128,128,128)</i>

Configuration:

Parameters	Affects	Options (bold is default)	Remarks
Inverted	2. Symbol	False	<i>Present reversed signal status</i>
SymbolBgVisible	2. Symbol	True	<i>Controls visibility of ValueBgColor, set to false gives transparency</i>
SymbolBgColor	2. Symbol	dynamicBg Color	<i>Value background color, Petroleum Green RGB (51,102,102)</i>
Upper3DFrameColor	2. Frame	Light Grey	<i>Light Grey RGB (223,223,223)</i>
Lower3DFrameColor	2. Frame	Dark Grey	<i>Dark Grey RGB (128,128,128)</i>
ThreeDFrameWidth	2. Frame	3	<i>Width of the 3D frame, 1..4.</i>

3.5.1.4 DOPG84 - Push Button Square

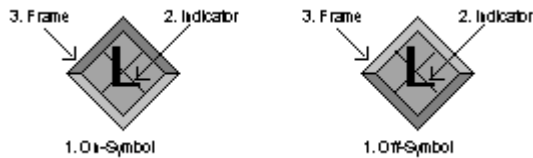


No	Description	Presentation	Condition	Remarks
1	Symbol		VALUE	The object value
1.1	Shape	On-Symbol	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	Output True
		Off-Symbol	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	Output False
1.2	Color	Yellow	OUTP_BLK = 1	Input Blocked, Yellow RGB (255,245,51)
		Red	ERROR = 1	Red RGB (250,30,102)
		Cyan	MAN_MODE = 1	Man mode, Cyan RGB (128,140,230)
		Violet	MAN_MODE = 0	Auto mode, Violet RGB (122,230,230)
2	Indicator			
2.1	Label	X	MAN_MODE = 0	Auto mode, show a big cross
		<u>Label</u>	MAN_MODE = 1	Man mode, show label
2.2	Color	<u>CrossAutoColor</u>	MAN_MODE = 0	Grey RGB (223,223,223)
		<u>LabelOnColor</u>	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	Violet RGB (122,230,230), <u>LabelOnColor</u>
		<u>LabelOffColor</u>	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	Petroleum Green RGB (51,102,102), <u>LabelOffColor</u>
3.1	Upper Frame	Light Grey		Light Grey RGB(223,223,223)
3.2	Lower Frame	Dark Grey		Dark Grey RGB (128,128,128)

Configuration:

Parameters	Affects	Options (bold is default)	Remarks
Inverted	1. Symbol	False	<i>Present reversed signal status</i>
SymbolBgVisible	1. Symbol	True	<i>Controls visibility of ValueBgColor, set to false gives transparency</i>
SymbolBgColor	1. Symbol	dynamicBg Color	<i>Value background color, Petroleum Green RGB (51,102,102)</i>
CrossAutoColor	2. Indication	Grey	<i>Grey RGB (223,223,223)</i>
Label	2. Indication	""	<i>User defined label to be presented</i>
LabelOnColor	2. Indication	Cyan	<i>Violet RGB (122,230,230)</i>
LabelOffColor	2. Indication	dynamicBg Color	<i>Petroleum Green RGB (51,102,102)</i>
Font	2. Indication	Arial, bold, 24	<i>Controls Font, Font style and Size.</i>
Upper3DFrameColor	3. Symbol	Light Grey	<i>Light Grey RGB (223,223,223)</i>
Lower3DFrameColor	3. Symbol	Dark Grey	<i>Dark Grey RGB (128,128,128)</i>
ThreeDFrameWidth	3. Symbol	3	<i>Width of the 3D frame, 1..4.</i>

3.5.1.5 DOPG85 - Push Button Diamond



No	Description	Presentation	Condition	Remarks
1	Symbol		VALUE	The object value
1.1	Shape	On-Symbol	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	Output True
		Off-Symbol	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	Output False
1.2	Color	Yellow	OUTP_BLK = 1	Input Blocked, Yellow RGB (255,245,51)
		Red	ERROR = 1	Red RGB (250,30,102)
		Cyan	MAN_MODE = 1	Man mode, Cyan RGB (128,140,230)
		Violet	MAN_MODE = 0	Auto mode, Violet RGB (122,230,230)
2	Indicator			
2.1	Label	X	MAN_MODE = 0	Auto mode, show a cross
		<u>Label</u>	MAN_MODE = 1	Man mode, show label
2.2	Color	<u>CrossAutoColor</u>	MAN_MODE = 0	Grey RGB (223,223,223)
		<u>LabelOnColor</u>	(VALUE = 1 and <u>Inverted</u> = 0) or (VALUE = 0 and <u>Inverted</u> = 1)	Violet RGB (122,230,230), <u>LabelOnColor</u>
		<u>LabelOffColor</u>	(VALUE = 0 and <u>Inverted</u> = 0) or (VALUE = 1 and <u>Inverted</u> = 1)	Petroleum Green RGB (51,102,102), <u>LabelOffColor</u>
3.1	Upper Frame	Light Grey		Light Grey RGB(223,223,223)
3.2	Lower Frame	Dark Grey		Dark Grey RGB (128,128,128)

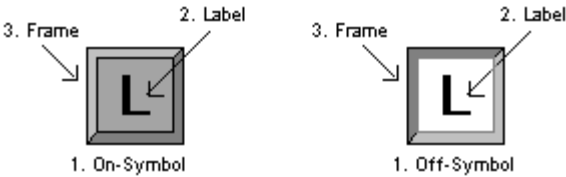
Configuration:

Parameters	Affects	Options (bold is default)	Remarks
Inverted	1. Symbol	False	<i>Present reversed signal status</i>
SymbolBgVisible	1. Symbol	True	<i>Controls visibility of ValueBgColor, set to false gives transparency</i>
SymbolBgColor	1. Symbol	dynamicBg Color	<i>Value background color, Petroleum Green RGB (51,102,102)</i>
CrossAutoColor	2. Indication	Grey	<i>Grey RGB (223,223,223)</i>
Label	2. Indication	""	<i>User defined label to be presented</i>
LabelOnColor	2. Indication	Cyan	<i>Cyan RGB (128,140,230)</i>
LabelOffColor	2. Indication	dynamicBg Color	<i>Petroleum Green RGB (51,102,102)</i>
Font	2. Indication	Arial, bold, 24	<i>Controls Font, Font style and Size.</i>
Upper3DFrameColor	3. Symbol	Light Grey	<i>Light Grey RGB (223,223,223)</i>
Lower3DFrameColor	3. Symbol	Dark Grey	<i>Dark Grey RGB (128,128,128)</i>
ThreeDFrameWidth	3. Symbol	3	<i>Width of the 3D frame, 1..4.</i>

3.6 Object Type DAT_DAT

3.6.1 Presentation

3.6.1.1 DDATPG80 - 3D Square



No	Description	Presentation	Condition	Remarks
1	Symbol		VALUE	The object value
	Shape	On-Symbol	VALUE =1	Data True
		Off-Symbol	VALUE =	Data False
		Green, Raised	VALUE =1	Data True, Green RGB (102,204,90)
		Petroleum Green, Sunken	VALUE = 0	Data False, Petroleum Green RGB (51,102,102)
2	Label	<u>Label</u> Petroleum Green	VALUE =1	Petroleum Green RGB (51,102,102)
		<u>Label</u> Green	VALUE = 0	Green RGB (102,204,90)
3.1	Upper Frame	Light Grey		<u>Upper3DFrameColor</u> Light Grey RGB(223,223,223)
3.2	Lower Frame	Dark Grey		<u>Lower3DFrameColor</u> Dark Grey RGB (128,128,128)

Configuration:

Parameters	Affects	Options (bold is default)	Remarks
ThreeDFrameWidth	3.1 Upper Frame and 3.2 Lower Frame	3	<i>Width of surrounding frame, Raised or Sunken, 0..4</i>
Upper3DFrameColor	3.1 Upper Frame	Light Grey	<i>Light Grey RGB (223,223,223)</i>
Lower3DFrameColor	3.2 Lower Frame	Dark Grey	<i>Dark Grey RGB (128,128,128)</i>
Font	2. Label	Arial, bold, 24	<i>Controls Font, Font style and Size.</i>
Label	2. Label	""	<i>User defined label to be presented</i>

Chapter 4 Maintenance

Advant Graphic Library for Process Industry is an option to the AdvaSoft for Windows NT software package. Perform any required maintenance according to the instructions in the *Advant Workplace Products Administrator's Guide*.

